

Patent Abstracts of Japan

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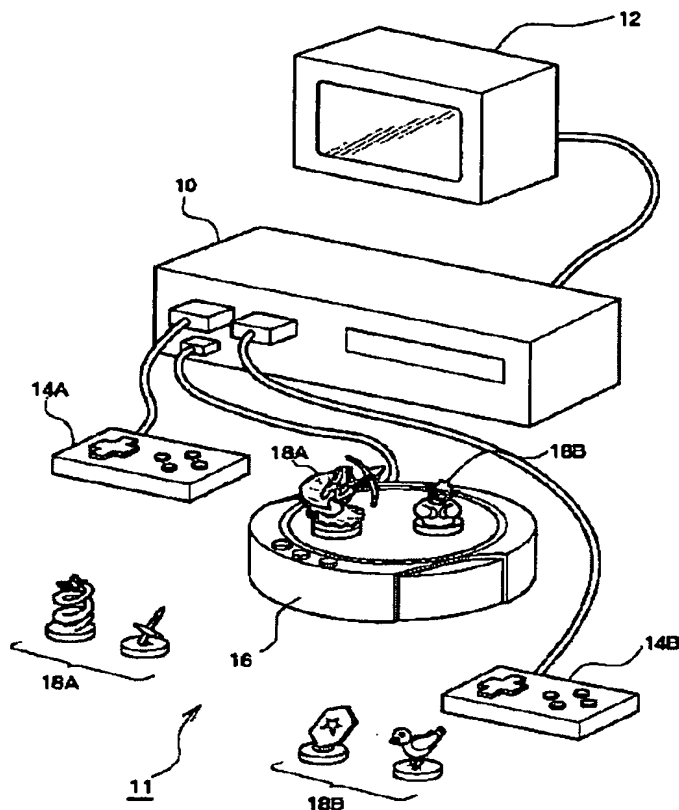
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APPLICANT : KONAMI COMPUTER  
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TITLE : GAME DEVICE, GAME CONTROL  
METHOD AND PROGRAM



ABSTRACT : PROBLEM TO BE SOLVED: To maintain the story of a game and to prevent damage to a charm thereof by controlling the presentation of an effect corresponding to a present game situation when making a game item or a game character appear in the game externally regardless of the present game situation.

SOLUTION: Frames 18A and 18B equipped with RFID data carriers are placed on an RFID reader/writer 16, and by inputting identification information therefrom to a game machine 10 for domestic use, the game item or the game character corresponding to the identification information is made to appear in the game. At such a time, the identification information is stored on the side of the game machine 10 for domestic use corresponding to effect presentation conditions, and correspondingly to whether or not the present game situation satisfies the effect presentation conditions, the effect presentation of the game item or the game character is controlled.

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